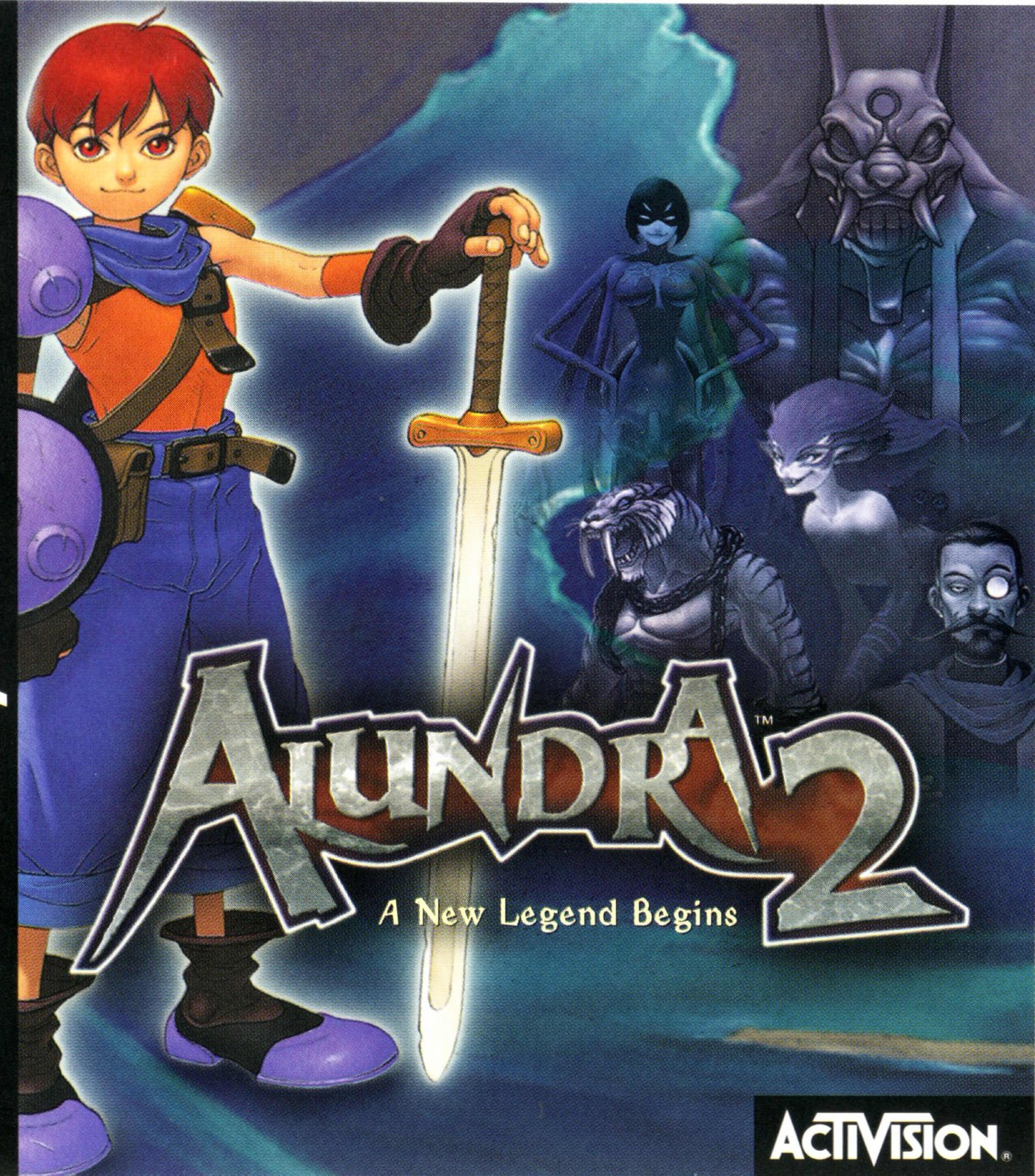
PlayStation
NTSC U/C
PlayStation



TEEN
T
CONTENT RATED BY ESRB

SLUS-01017
1002200.221.US

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console waranty.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Translation Editor's Notes

The Japanese humor, the abundance of characters with text, and the strange world of Alundra 2 all made this game very challenging to translate. The hardest part of all was to maintain the high standards required in Activision's Japan Studio game translations without ruining the fun and originality of the game. It's never easy to translate lines from an apprentice who wants information about the toilets in the world...

But our love for this game made us work hard to ensure that each line in the script got the attention it deserved. The amount of detail put into the script was immense.

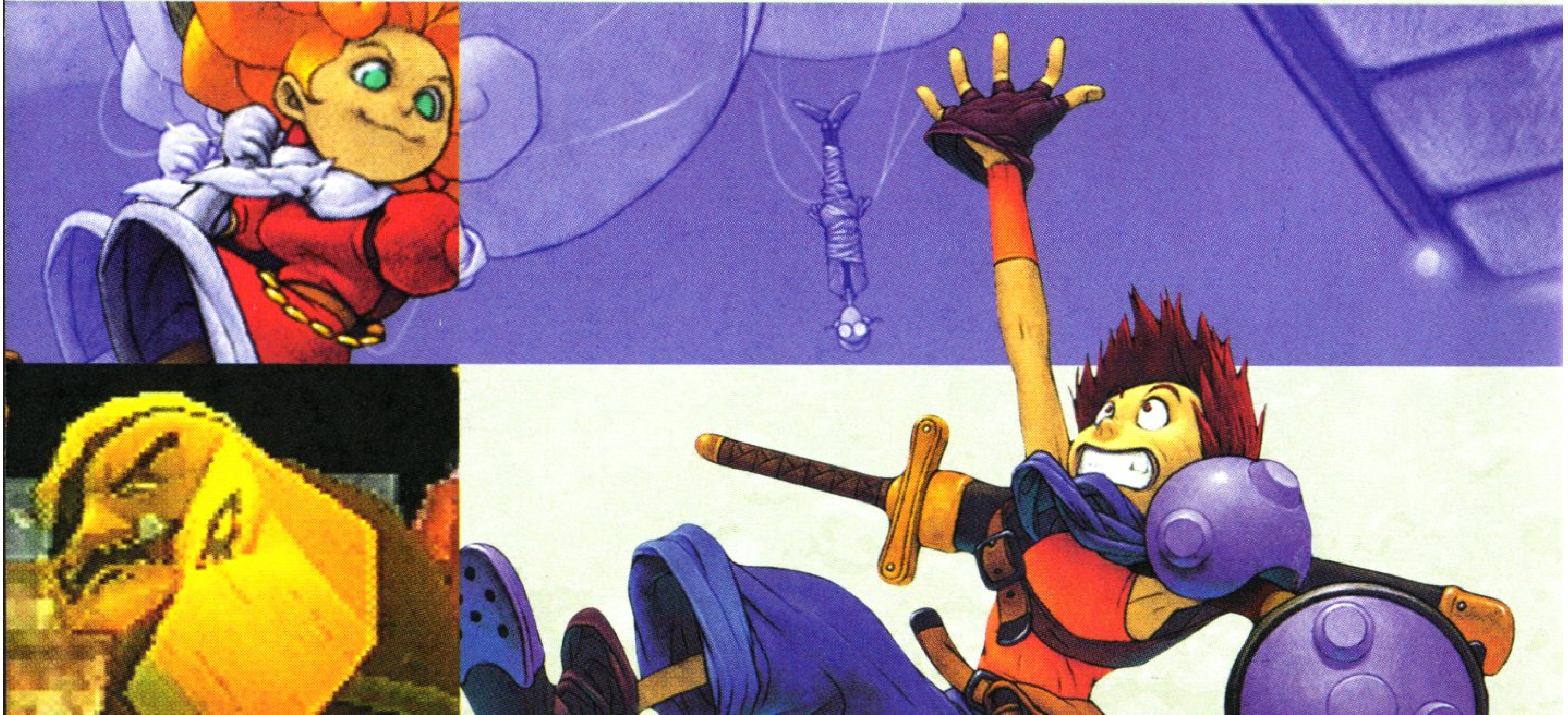
You might notice that Zeppo almost always says "ya" instead of "you," and Albert says the wrong thing at the wrong time. You might even notice the gradual change of tone in the princess' lines towards Flint, and the change in Zeppo's tone too. The humor, well, we had to change the humor, but it fits just right.

Apart from the script, we've added an "Easy" mode for all of the fans who thought the first version was too difficult. The opening movie is also new and contains cuts from scenes within the original game and a few cuts from the original opening movie which was edited out.

All in all, we hope you enjoy this game as much as we did.

Table of Contents

The Kingdom of Varuna *1*
Controls *4*
Starting Play *6*
The Game *8*
Town Actions *16*
Map *18*
Dungeon Actions *22*
Song Lyrics *26*
Non-Player Characters *30*
Non-Boss Enemies *32*
Credits *33*
Customer Support *35*
Software License Agreement *36*



The Kingdom of Varuna...

Long before terror and treason plagued the Kingdom of Varuna, pirates ruled the seas. The only mortals who could defeat the pirates were the great warriors, Jeehan and Ratcliff. Years of war and strife raged, but the armies of the two warriors prevailed and the kingdom enjoyed an era of peace, safe from the pirates' heinous wrath.

It was at this time that Jeehan and Ratcliff mysteriously disappeared, never to be heard from again. Some say Jeehan simply vanished. Others believe Ratcliff was slaughtered, along with his family, in a surprise attack. Whatever the truth, the pirates regained their power and returned... this time with a new leader.

Unbeknownst to the King of Varuna, the dark Baron sided with the pirates in a plot to overthrow the King and claim the throne for himself. With the magical aid of an evil sorcerer known only as Mephisto, the Baron defeated His Majesty's forces and locked the King in an underground prison, replacing him with a wooden puppet. The Baron savored his great triumph over Varuna, ruling the land with an iron fist.

Seeking revenge upon the Baron, the King's daughter, Alexia, searches for Flint, a famous pirate hunter and son of the legendary Ratcliff. A wanted criminal for his acts of treason under the Baron's new regime, Flint vows to crush the pirates and return the King to the throne. Stealing aboard a mysterious airship owned by the Baron, Flint's adventure begins...

Join forces with a beautiful princess to save the Varuna Kingdom!

In addition to our brave young hero and heroine, many other characters have parts to play in the ultimate fate of the Varuna Kingdom. Master the game and you'll be able to meet them all.

Alexia

Next in line for the throne of Varuna, Princess Alexia is a proud and willful young lady. She learned of Flint by seeing his wanted posters and decided to seek his help.

Flint

The hero of the game. As a boy, he saw his mother murdered by pirates. Now, wielding the great sword of his father, he has dedicated his life to hunting pirates.

The Enemies

The Three Pirates

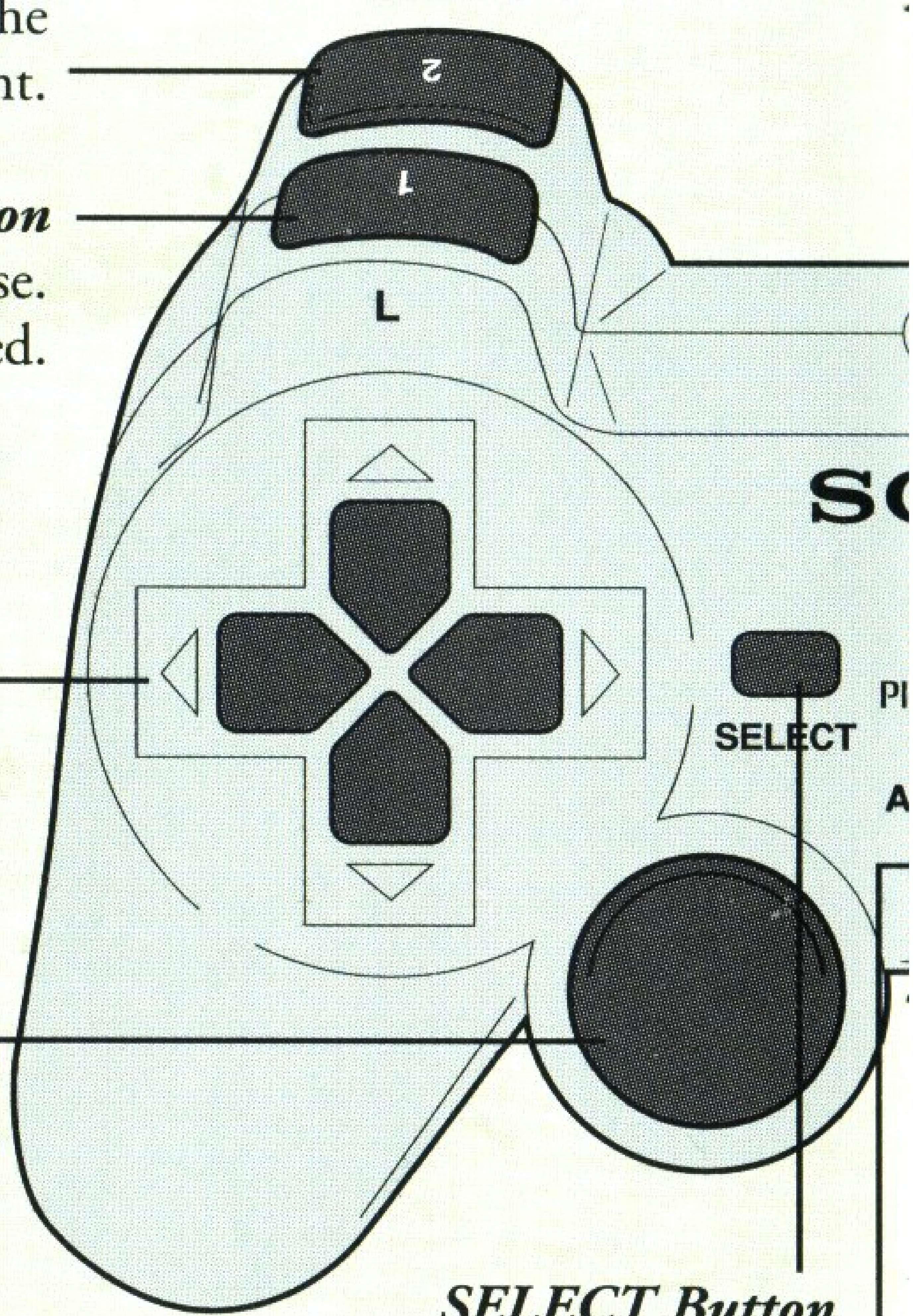
Although these three pirates never appear to do anything right, they always seem to wind up right in the middle of the action. But are they friends or foes?

Mephisto

With his mysterious powers, he can transform any living creature into a gruesome monster that will obey his will. Formerly the palace wizard, Mephisto is now in the service of Baron Diaz.

Controls

By using the Controller Config (see pg. 12), you can set the button configurations in any way you wish. *Alundra 2*™ is compatible with the DUALSHOCK™ analog controller.



L2 Button

Use L2 to change the pocket item (see pg. 9). Press and hold the L2 button to display the items in the pocket, then use the directional buttons to select the item you want.

L1 Button

Use L1 to rotate the camera counterclockwise. Note: Some screens do not allow the camera to be rotated.

Directional Buttons

Use the directional buttons to move around. Also use them to highlight commands or choices.

Left Analog Stick

Use in the same way as the directional buttons when in ANALOG Mode (LED light is lit up).

SELECT Button

Use **SELECT** to zoom in and out. Note: Some screens do not allow the camera to zoom in and out.

ANALOG Mode Switch

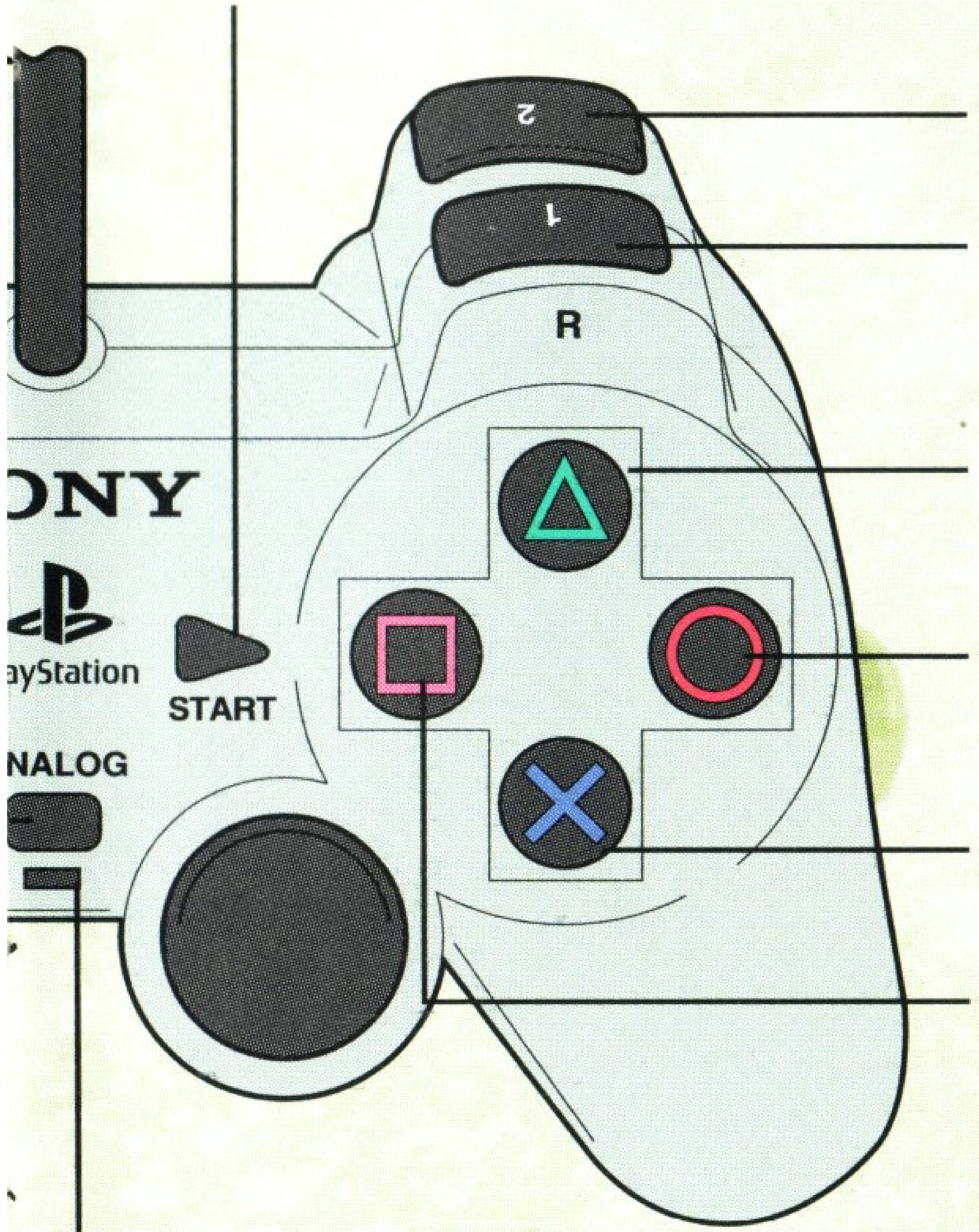
Press the ANALOG mode switch to enable/disable the left and right analog sticks.

DUALSHOCK™ analog controller

Note: Alundra 2 is not fully compatible with older analog controller models, such as the SCPH-1150 and the SCPH-1180.

START Button

Use **START** to open the Item screen (see pg. 9).
Press **START** to skip the opening movie as well as cut-scenes.



R2 ***Button*** – Hold down the **R2** button while pressing the directional buttons to run.

R1 ***Button*** – Use **R1** to rotate the camera clockwise. Note: Some screens do not allow the camera to be rotated.

△ ***Button*** – Press △ to use selected Pocket Item (see pg. 9). When an Elemental Ring is selected, press to shoot an Elemental Shot (see pg. 10).

○ ***Button*** – Press ○ to talk to people, open doors, or pick up objects. Press ○ to put away your sword when your sword is drawn. Press ○ while running to perform a slide attack. Also, use ○ to cancel commands or selections.

✕ ***Button*** – Press ✕ to jump. Also, use ✕ to confirm commands or selections.

□ ***Button*** – Use □ to attack. Also, press □ to talk to people or open doors. Note: Some towns prohibit the use of weapons, so in some places you may not be able to draw your sword.

Software Reset – You can reset Alundra 2 and return to the Title screen by holding down **SELECT**, then pressing and holding **START** for two seconds.

LED

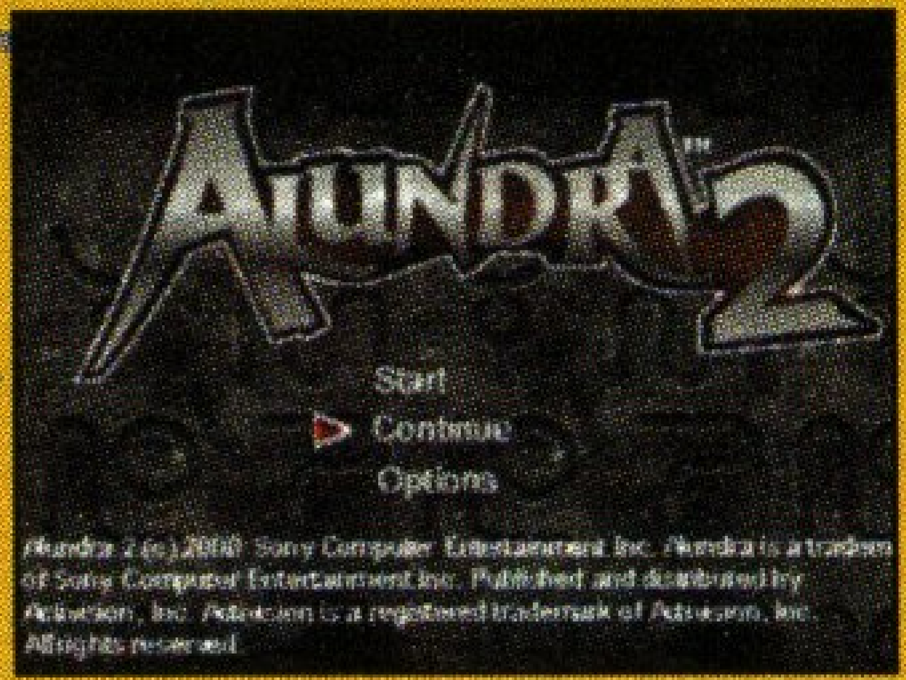
Vibration functions can be turned on or off at the Options Config screen whether the LED is lit up or not.

Starting Play

New Game

Press the OPEN button on the PlayStation® console, and insert the Alundra 2 disc. After closing the disc cover, turn the power on and the PlayStation logo will appear.

The opening movie will play automatically, but you can skip it and all other cut-scenes by pressing the **START** button.



After the Title Screen comes up, select **START** and press the ✕ button.

Now enjoy the game!

Loading a Game

Insert the Alundra 2 disc into the PlayStation console. Also insert a MEMORY CARD with an Alundra 2 saved game into the MEMORY CARD slot then turn on the power.

At the Title Screen, select Continue and press the ✕ button. Once the Load Screen appears, select the MEMORY CARD slot. Then select the game data you wish to use. Your game will continue from that saved spot.

Highlight the game with the directional buttons and press the ✕ button to begin loading.

The Alundra 2 saved data on the MEMORY CARD will be displayed.

Using a MEMORY CARD

By using a MEMORY CARD you can save your game along the way. To use a MEMORY CARD (sold separately), insert it into either MEMORY CARD slot 1 or 2. This game requires one free block of memory for each saved game.

Saving your Game

When you investigate an Adventurer's Journal in a town or dungeon, you will be able to save your game onto a MEMORY CARD. Stand next to and facing the Adventurer's Journal and press the □ or ○ button. After the Save screen appears, select the MEMORY CARD slot that the MEMORY CARD is in and press the ✕ button.

Investigate the Adventurer's Journal and then select a free block on your MEMORY CARD to create a new saved game.

You can also overwrite a previous Alundra 2 saved game by selecting it. A message will appear asking if it is okay to overwrite. If it's okay, select **Yes**, if not select **No**.

The Game

Below is an explanation of how to perform the various character actions and commands necessary to complete the game.

The Game Screen

Action Screen

This is the standard screen displayed when you are moving or fighting. When you speak with other characters in the game, messages are displayed at the bottom of the screen (see pg. 17).

Your Hit Points (HP). The bottom number is your maximum Hit Points and the top number is your current Hit Points. Each time you take damage, the current Hit Points are reduced. When the current Hit Points reach zero, the game is over (see pg. 23). Hit Points can be recovered by items (see pgs. 10-11).

The item within your pocket (see pg. 9) currently ready for use.

Current gold.

The number of keys you are currently holding.

This icon means that the camera angle can be changed in the current game area. When the icon is darkened, the camera angle cannot be changed.

Your Element Points (EP). The bottom number is your maximum Element Points and the top number is your current Element Points. Element Points are reduced each time you use your Elemental Shot. Element Points begin to gradually replenish as soon as you stop moving, but they can also be recovered more quickly through the use of items.

This indicates whether or not you are able to use your sword. If the icon is darkened, it means that the sword cannot be used in the current area.

Item Screen

Press the **START** button while the Action screen is displayed to open the Item screen. There are four commands inside: Items, Element, Special, and Options. Each item or command is described in further detail below.

Select to display the items in your possession. Choose an item to use and press the ✕ button to display the sub-commands. With the ✕ button, choose either **Pocket** to put the item into your pocket or choose **Use** to use it immediately.

Shows the Elements in your possession. Highlight an Element with the directional buttons and press the ✕ button to display the sub-commands. Choose **Remove** to remove an Element from your pocket.

- Select to display the items (see pg. 10) in your pocket. Highlight an item with the directional buttons and press the ✕ button to display the sub-commands. To place an Item in your pocket, choose **Pocket** with the ✕ button.
- Shows an item or sub-command depending on your last command.
- Select to display the Options Screen. See pages 12-13 for details.
- Select to display the special items in your possession. Special items cannot be placed inside your pocket.

Using the Pocket

A maximum of three items (excluding Special Items) can be kept in the pocket. For example, one Elemental Ring (see pg. 10 & 11) and two items. However, only one item may be selected at any given time. The item currently selected from among your pocket items is displayed in the circular window at the upper right corner of the game screen. You can use the selected item by pressing the △ button without opening the Item Screen. However, some items are effective simply by being in your pocket.

You can also switch your selected item from within the Action Screen. Just press and hold the **L2** button, then select the item with the directional buttons and release.

Consumable Items and Pocket-only Items

Items can be purchased in shops or found in treasure chests. Remember to keep your HP replenished to avoid a quick and unexpected ending to your game.

Put a healing item in your pocket and you'll be able to heal yourself quickly during combat.

Pocket-only items cannot be used from the Item screen.

Elemental Rings

Elemental Rings are small talismans imbued with the living spirits of the Elements. Place an Elemental Ring in your pocket and you can harness the power of one of the elements. You also gain the ability to shoot Elemental Shots and later even summon an Elemental Lord (see pg. 14). However, using Elemental Shots and summoning Elemental Lords requires Element Points. Only one Elemental Ring can be placed in the pocket at one time.

To use your Elemental Shot, select an Elemental Ring from within your pocket and press the △ button. In addition to causing damage to enemies, the Elemental Shots can also trigger certain traps.

Pixie (Wind Elemental)

With the Pixie Elemental Ring in your pocket, you can float in the air by pressing and holding the Jump button during a jump. The Pixie Elemental Shot can also temporarily freeze enemies when it hits them (but this is limited to one enemy per floor).

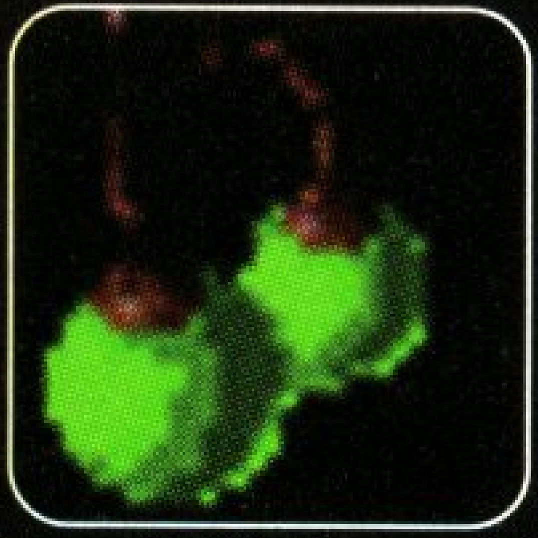
Herbs

Consumable Item. Restores 100 Hit Points.

Tonic

Consumable Item. Restores 300 Hit Points.

Lorien Nuts



Consumable Item. Restores 200 Element Points.

Compass

Pocket-only item. Place the Compass in your pocket and select to display the compass directions on screen.

Elf Ring

Pocket-only item. Place the Elf Ring in your pocket to increase your attack power.

Siren (Water Elemental)

With the Siren Elemental Ring in your pocket, you can move and breathe freely underwater. The Siren Elemental Shot also steals your enemy's Hit Points and restores them to you.

Dryad (Earth Elemental)

With the Dryad Elemental Ring in your pocket, you can step on your enemies and damage them. The Dryad Elemental Shot also injures enemies by causing a rock to fall on their heads.

Newt (Fire Elemental)

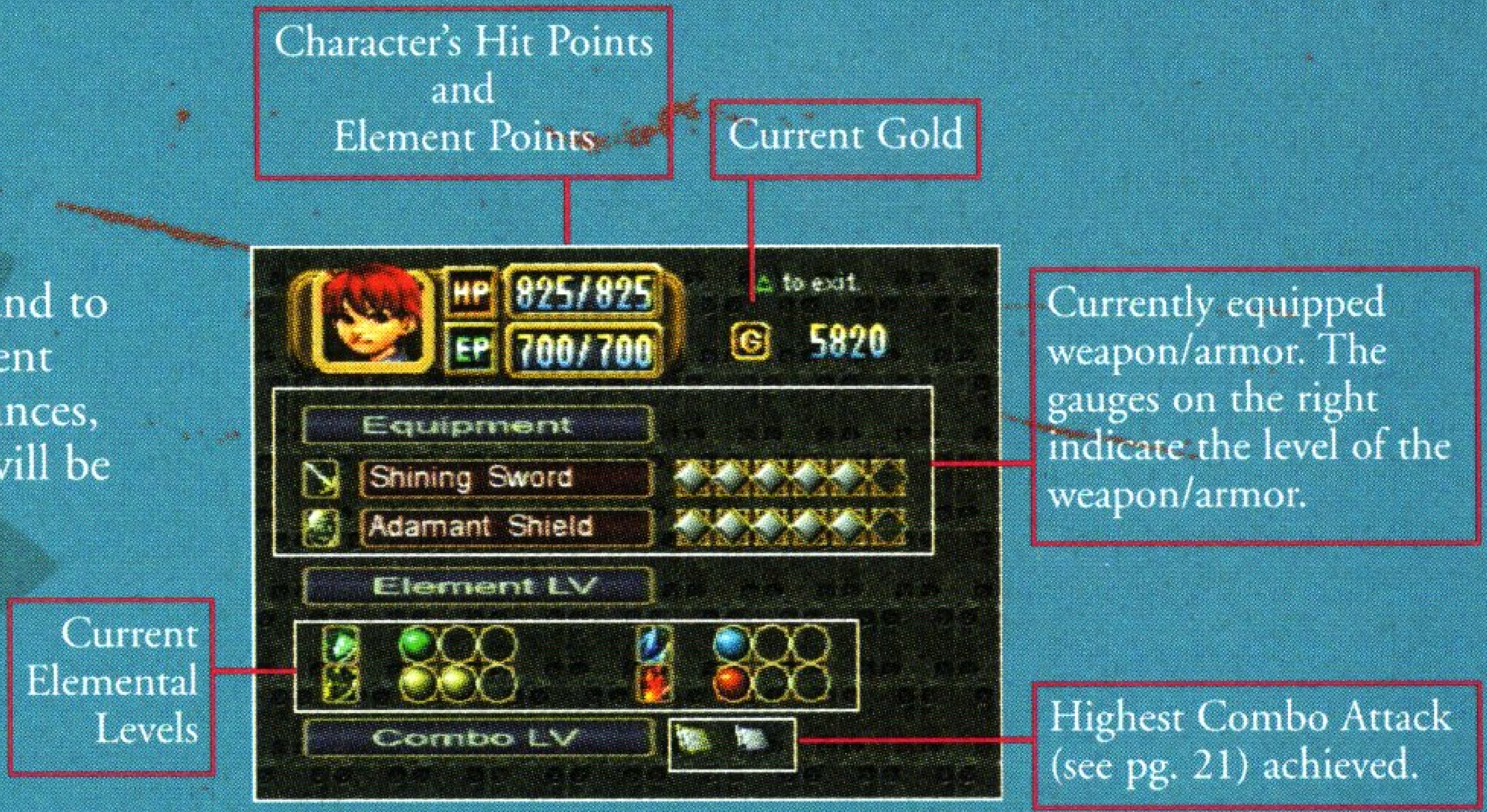
With the Newt Elemental Ring in your pocket, you can walk freely over lava. Also, due to the destructive nature of fire, the Newt Elemental Shot causes more damage to enemies than the other Elemental Shots.

Options Screen

When you select Options from the Item screen, a set of sub-commands will appear.

Status

Select the Status command to see your character's current status. As the game advances, additional status items will be displayed.



Controller Config

You can change the functions of each button on the controller. Select one of the three easy-to-use patterns and press the ✕ button. (The default setting is type A.) Also, if you select Custom, you can set each button as you like.

Select Custom Config and a list of functions will be displayed at the bottom of the screen.

Highlight a function you want to assign and then press the button you want to assign it to. When you're finished, select Exit.

Settings

You can change the various game settings here. The setting items are listed on the left and their descriptions are listed on the right. Press up/down to highlight the item and then press left/right on the directional buttons to select. When you're finished changing the settings, press the ✕ button to exit after accepting the changes, or the ○ button to exit without accepting the changes. Press the **START** button to revert to the default settings.

Messages: Controls message speed. Select Slow, Normal or Fast.

Vibrate: Toggles vibration function on or off when using an analog controller.

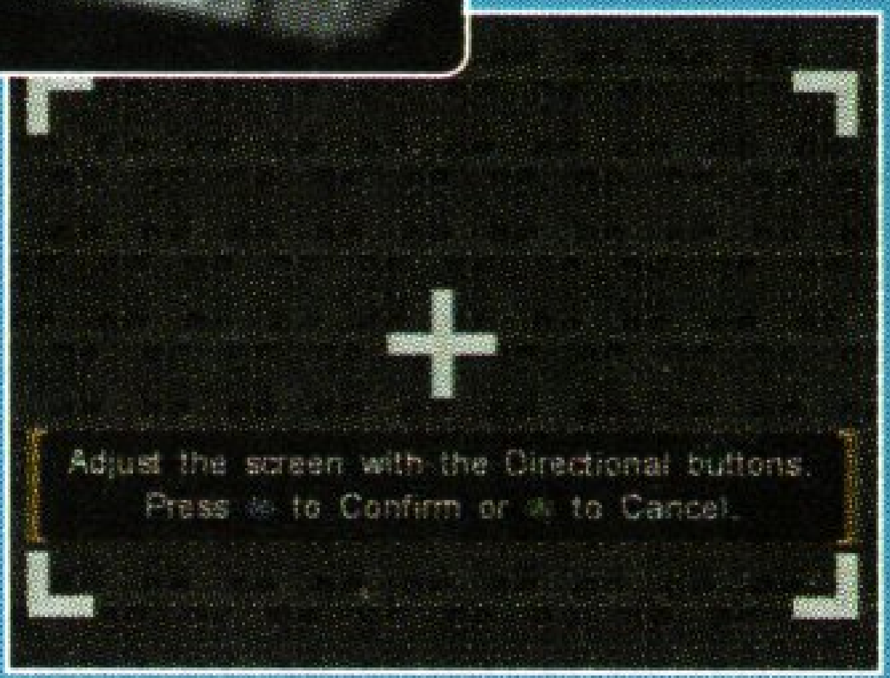
Run: Changes run method. Select Tap Once to run with just one push of the button. Select Hold Down and you only run while the button is held down.

Window: Changes the background of the message window. In Normal mode, the message window is semi-transparent. In Black mode, the window is entirely black.

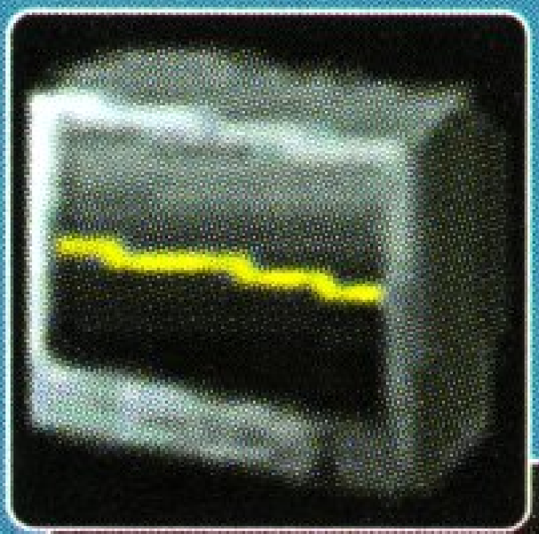
Sound: Select either Stereo or Mono.

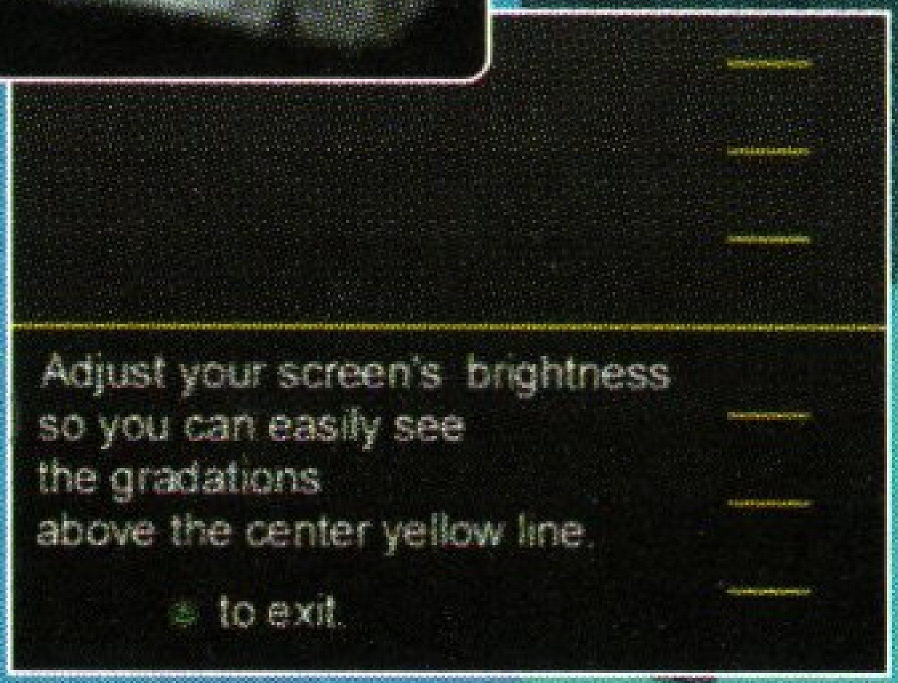
BGM Volume: Move to the right to increase the background music volume. Cut-scene volume is not affected.

SFX Volume: Move to the right to increase the sound effects volume.



You can also adjust the screen alignment. Use the directional buttons to adjust the screen to fit your monitor and press the ✕ button to confirm.





This screen is to help you correctly adjust your monitor's brightness to fully enjoy the game graphics. Adjust the monitor's brightness so that the gradations above the yellow line can be clearly seen.

Actions

In addition to the basic controls, there are other actions you can perform. Refer to the Controls section (see pg. 4) regarding basic controls such as jumping, running, and attacking.

Running Attack
Press the □ button while running to make a running attack.

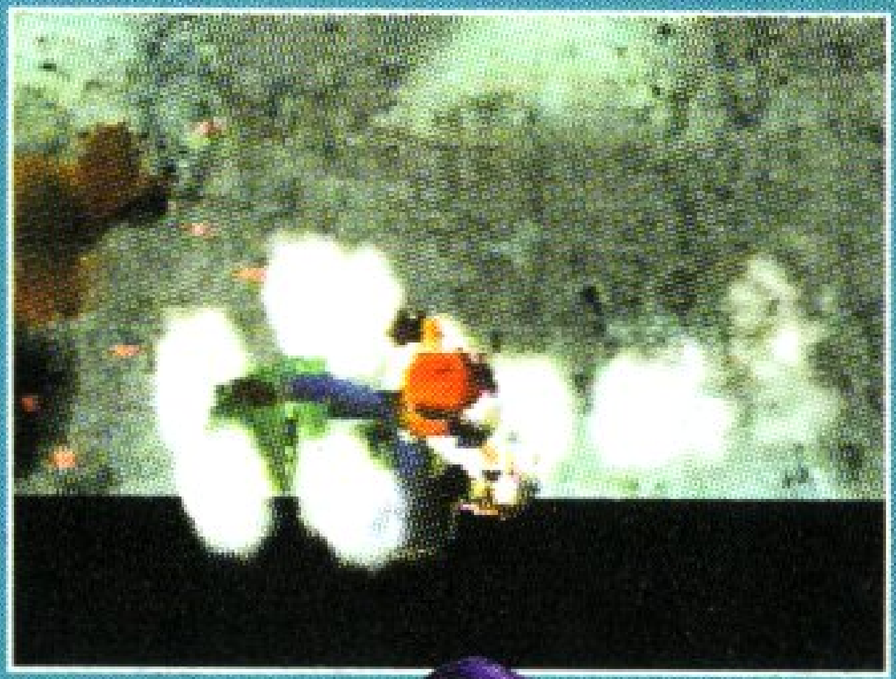
Summoning an Elemental Lord
With an Elemental Ring selected in your pocket, press the △ and ○ buttons simultaneously to summon an Elemental Lord. Each Elemental Lord releases a burst of pure Elemental Force which causes massive damage to all enemies on the screen. However, summoning an Elemental Lord consumes a great deal of Element Points and requires you to have Elemental Rings of level two and above.

Climb Up/Down Ladders
When you are next to and facing a ladder, you will automatically grab it. After that, just use the directional buttons to move up or down.

Using Items
When an item is in your pocket and selected, you can use it simply by pressing the △ button. For details, see pg. 9.

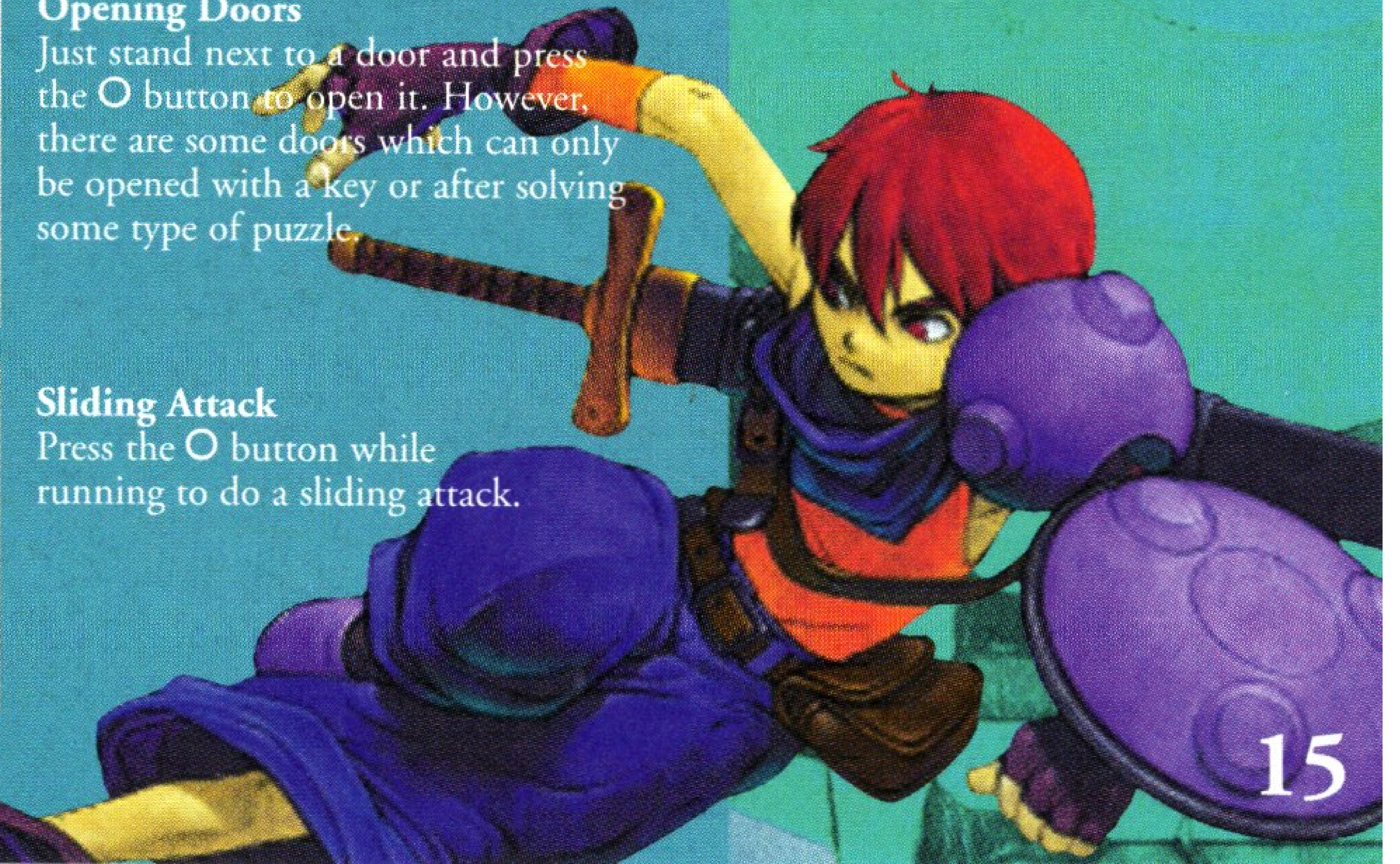
Picking Up/Throwing Objects
There are a number of objects such as boxes and vases that you can pick up and throw. Just stand next to and facing the object and press the ○ button. To throw the object, press the ○ button again while holding the object.

Opening Doors
Just stand next to a door and press the ○ button to open it. However, there are some doors which can only be opened with a key or after solving some type of puzzle.



Sliding Attack
Press the ○ button while running to do a sliding attack.

Running Jump Attack
Press the ✕ button while running to do a running jump. Then press □ to attack while leaping.



Town Actions

In towns, you can purchase items necessary for your quest as well as learn valuable information.

Once you leave town, the Map screen comes up. To travel around, just point in the direction you want to travel.

Once you arrive, the place name will be displayed. Press the ✕ button to enter that area. In addition to towns, there are also dungeons where monsters await.

Once you clear an area of monsters, you will be able to pass through that area without entering the dungeons.

Talking with People and Making Choices

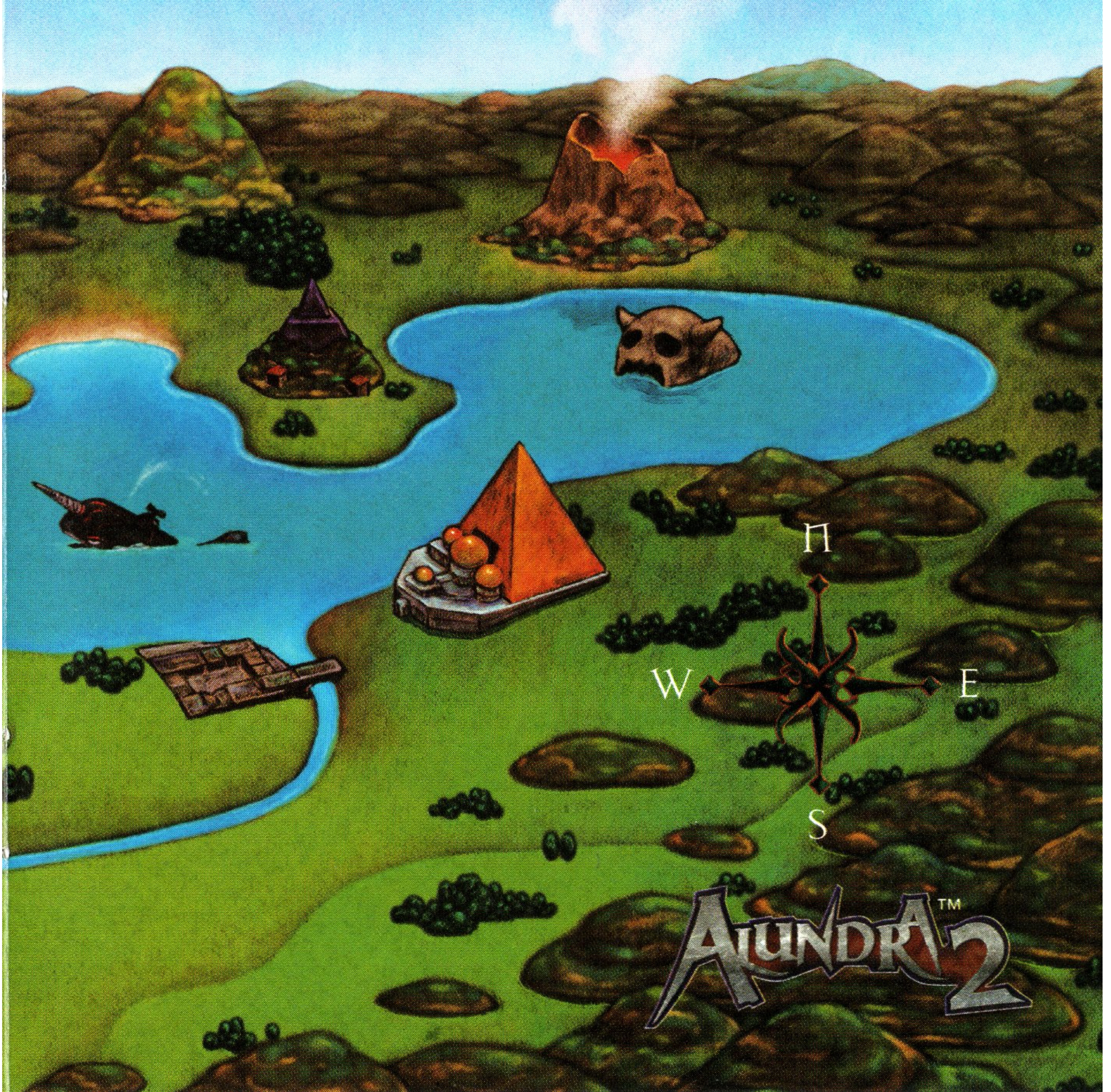
By talking with people in towns, you can learn information about your next destination and sometimes even start a new event. When you want to talk to a particular person, just stand next to the person and press the Attack or Action button. Depending on the conversation, choices may appear. If this happens, just highlight the choice with the directional buttons and press the ✕ button.

Heal Up Before Continuing Your Journey

Before heading into danger, it's best to be at full strength. If you are low on Hit Points, it's wise to heal up before going further. In addition to using items to recover Hit Points, you can also heal yourself at Healing Points or at inns. Also don't forget to save your game often (see Saving Your Game, pg. 7).

Healing Point—Step on a Healing Point and your Hit Points and Element Points will recover to their maximum value. Healing Points can be found in dungeons as well as in towns.

It costs gold to stay the night in an inn, but it raises your Hit Points and Element Points to their maximum value. To stay the night, just choose **Yes** and confirm with the ✕ button.


N
W
E
S
ALUNDRA™ 2

Shopping

There are shops in town that sell weapons, armor, and items. Make sure you're always fully supplied.

How to Get More Gold

You can find additional gold by defeating enemies and opening treasure chests. Just move your character over the coin and it will automatically be added to your current gold. You can also find gold hidden in piggy banks in villager's homes as well as among the grass and bushes. The value of the coins depends on their color.

Learning Combo Attacks

Bring Puzzle Pieces to Lord Jeehan

Bring puzzle pieces to Lord Jeehan and he will eventually teach you his special Combo Attacks. When you see one of the statues of Lord Jeehan, just stand next to it and press the □ or ○ button to investigate.

Jump on the warp pad that appears and you'll warp to Lord Jeehan's dojo. Each time you help him to complete a puzzle, he'll teach you a Combo Attack.

With a Combo Attack, you'll be able to make multiple attacks against an enemy.

Talk to Lord Jeehan's Student

Also in the dojo is a young student of Lord Jeehan's. He knows a thing or two about wielding a sword too, so talk to him to see what you can learn.

Dungeon Actions

Traps and enemies await you in the dungeons. Try to avoid the danger and continue on your journey.

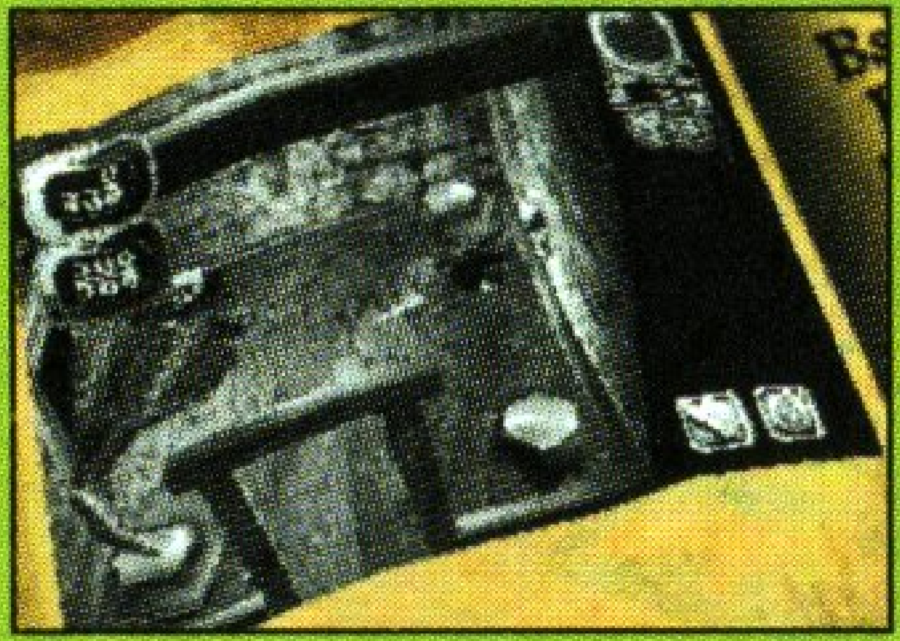
Battle

In addition to enemies attacking you up close, some may attack you from a distance by throwing objects. Enemies generally attack with a certain pattern, so try to avoid their attacks. Circle around and counter-attack when there's a chance. After inflicting a certain amount of damage, the enemy will be defeated. At that point, items or gold may appear.

Watch for the Boss' Pattern!

Boss attacks cause far greater damage than the lesser enemy attacks. When you find yourself in a Boss battle, try to avoid its attack and watch for a pattern. Once you learn the pattern, it's your chance to counter-attack. After a certain amount of damage, the Boss' attack pattern will change. That's when you've got to put out all your effort to finish the job. Remember that once you start a Boss battle, there's no turning back. Defeat a Boss and you'll get a large number of coins.

Game Over and Continue



Once your Hit Points reach zero, the game is over. When the game ends, the Continue Screen automatically comes up.

Choose Last Saved Game and you can start from your last saved spot. That's why you should save your game as often as possible.

Choose Load Screen and you'll return to the Load Screen (see pg. 6). Choose Title Screen to return to the Title Screen.

For the Faint of Heart...

Equip yourself with weapons and items before you head for the dungeon. With high-quality weapons and armor and plenty of healing items, you should be ready for just about anything.

Traps

Below are examples of some of the traps that can be found in the game. Generally speaking, there are three types of traps.

1. Traps that can be solved by actions

Some traps in the game appear as obstacles blocking passageways. These can be either moved or destroyed by first performing some action. If you find a suspicious object, try performing various actions on it. If you make a mistake while trying to move the object, leave the room once and then return. The trap will have returned to its original position.

Blocks with handprints on them can be moved with the O button and the directional buttons. Blocks with handles can likewise be pulled.

Throw a torch at the bomb to light its fuse and destroy the block.

2. Traps that cause damage when touched

Some traps, such as steam valves, cause damage when you get too close to them. In the case of steam valves, wait until the steam stops and then hurry past them.

3. In some areas, the action won't proceed until you defeat all the enemies on that floor. If you can't seem to find a key or other way through, try defeating all the enemies on that floor.

Mini-Games

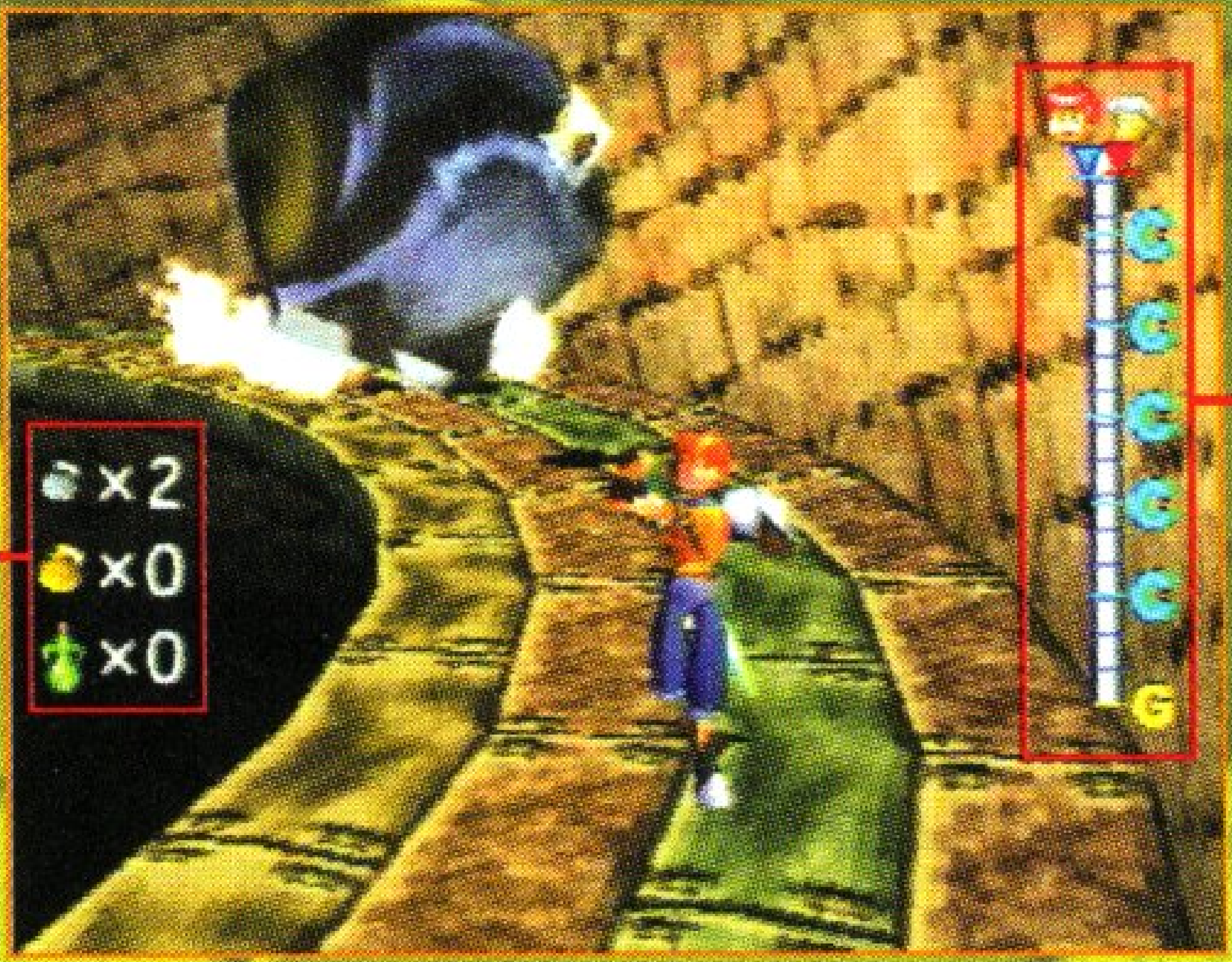
Alundra 2 has a number of different mini-games. Some mini-games must be played in order to advance the game's story. Here's an example of just one of the mini-games in *Alundra 2.*

Roller Ball

A mini-game where you run away from a Boss who has transformed into a giant ball. Get run over or fall into the pit and it's game over. A Continue screen will then appear and you can choose to either begin again from the last checkpoint or return to the Load screen. Get through all six checkpoints and you've cleared the mini-game.

Controls

You are facing the screen and running around a circular track. Avoid obstacles in your path with the directional buttons while jumping over holes in the track. Arrows along the track indicate where the holes are, so as soon as you see one, jump for your life! Also scattered on the track are coins, speed-increasing turbo items, and blocks that must be jumped on and broken to reveal their treasure. Try to grab as many of them as you can.



Number of coins and items retrieved.

Displays your current position on the map. Checkpoints are indicated by the letter **C** and goals by the letter **G.** When you continue, you start the action from the last checkpoint you passed.

Song Lyrics

Ocean or Me

Music written by: Kohei Tanaka
Original Japanese Lyrics: Hiroshi Miyaoka
Lyrics translated by: Tad Horie
Sung by: B. J. Ward

Everytime you sail away
I break down and cry.
I just want to be with you
until the day I die.

Nothing is as precious as
your love don't you know?
But you stare at the ocean and
say you must go.

I will pray for your return
back into my arms
and I dream of you
each night under the stars.

Fell in love with a man
and I know he loves me
but a pirate and his heart belong to the sea.

Journey's End
(Ending Theme Song)

Music written by: Kohei Tanaka
Original Japanese Lyrics: Akiko Arai
Lyrics translated by: Tad Horie
Sung by: B. J. Ward

Oh why can't you say "yes?"
My feelings for you now
are much stronger than you could ever know.

No demons nor dragons
can ever cause the pain
I feel every time you turn away.

Oh take me along
on your journey through
the caves and the plains with you.

I will be all right
as long as I'm with you,
and I hope this adventure never ends.

Just maybe, if I had the chance, maybe
we could be a little more than friends.
That would be, you in love and me in love,
oh please don't wake me if this is a dream.

You told me you're in love
and I told you "I am too,"
but again we've never said with whom.

All of the fear and strain
of tyranny and pain
can not win against your sword and destiny.

If only I could stay
in your heart forever,
then I'd take all your loneliness away.

You must go, I think I understand, maybe
it's the gems, treasures and adventures.
Please don't leave, without me, don't go
I can't live without you anymore.

You told me you are in love
and I told you "I am too,"
but again we've never said with whom.

From the clouds
of grey the sky turned blue.
And everything I knew
turned so bright and so...

Just maybe, if I had the chance, maybe
we could be, a little more than friends.
That would be, you in love and me in love,
oh please don't wake me if this is a dream.

Well you told me you're in love
and I told you "I am too,"
but again we've never said with whom.

Well you told me you're in love
and I told you "I am too,"
but I wish you'd say "I love you."

Non-Player Characters

Lord Prunewell

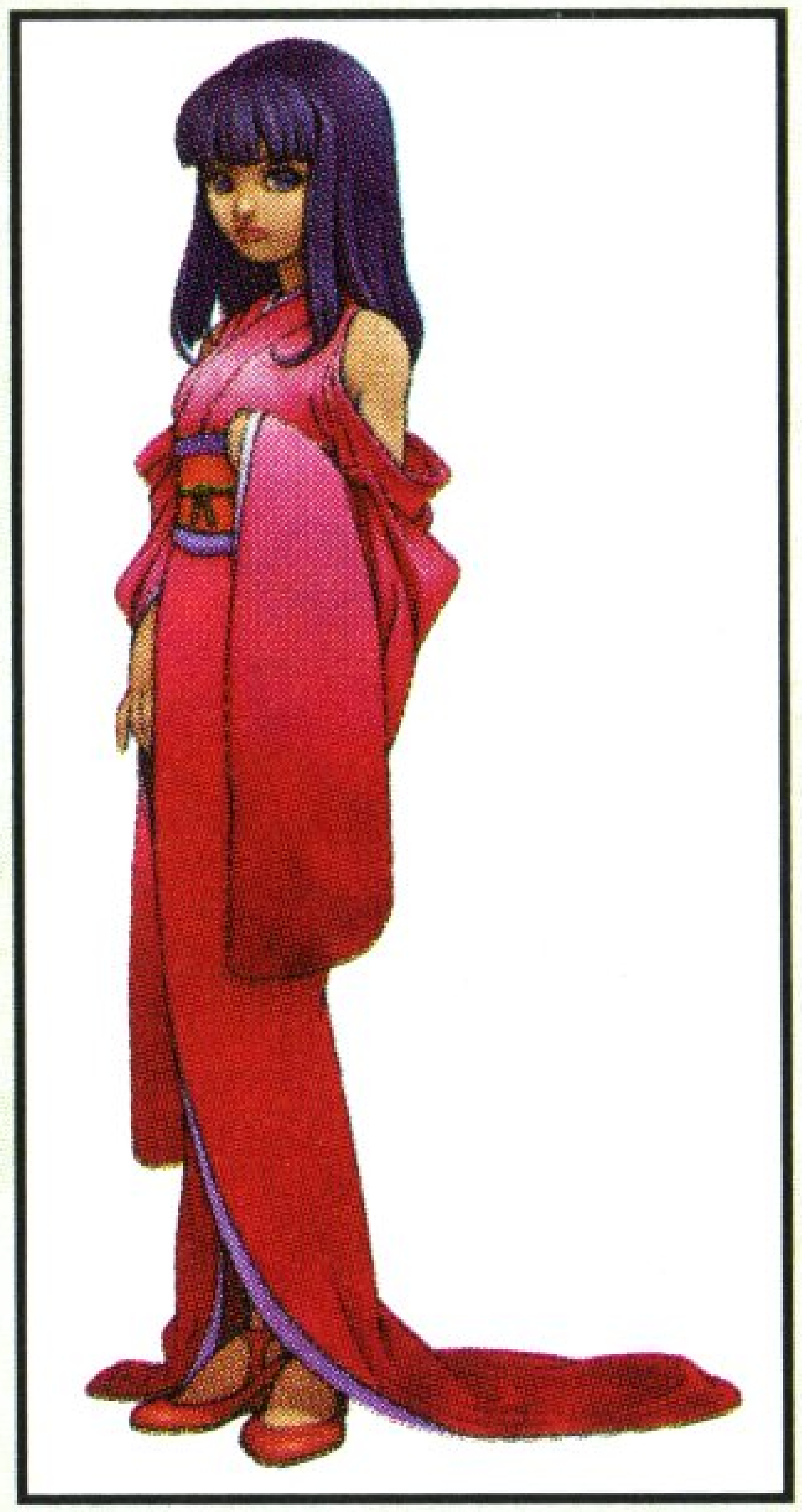
Once a mighty swordsman, now a sage, Lord Edmund Prunewell helps Princess Alexia in her quest to find Flint. Lord Prunewell seems to know more than he lets on, but is he friend or foe?

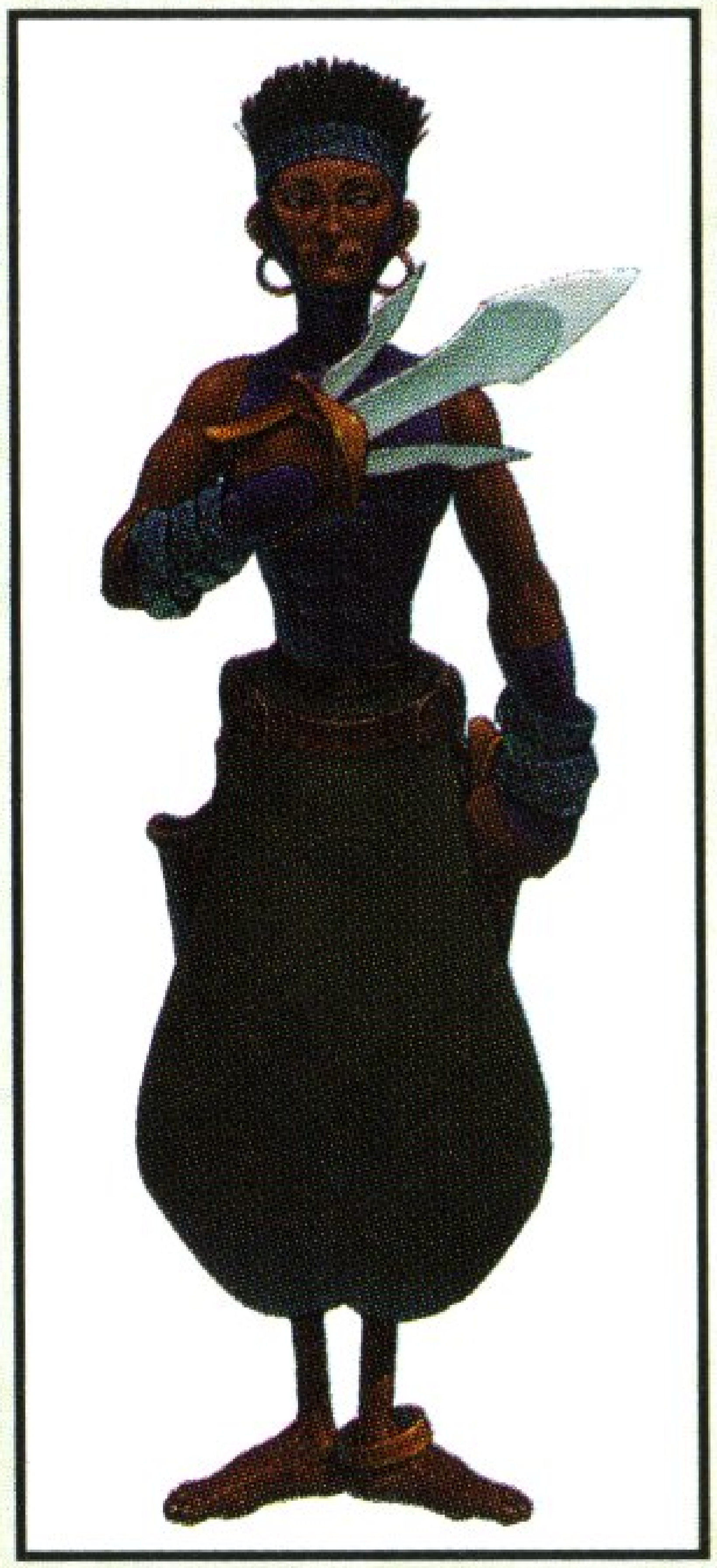
Milena

The former wife of Zeppo, Milena now runs the pirate clan from her mansion on Puerto Medusa. She is as powerful as she is beautiful. Her love for her children will never change.

Natasha

Natasha is the lone daughter of Baron Diaz. This innocent 16 year old has yet to see the world, as she is overly protected by her father.



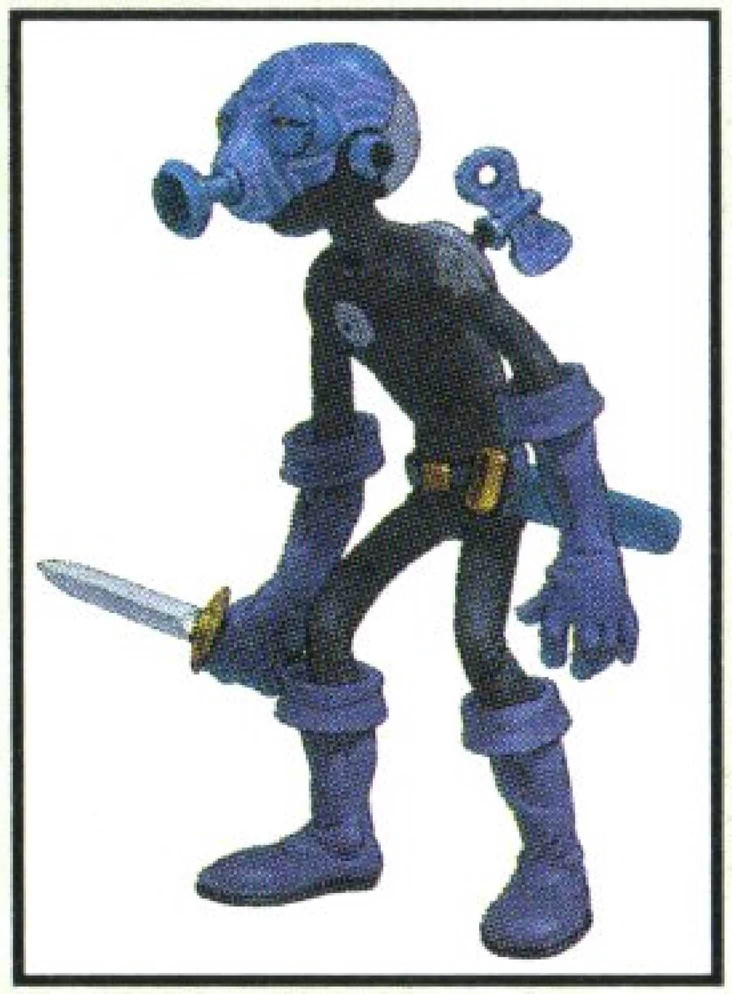


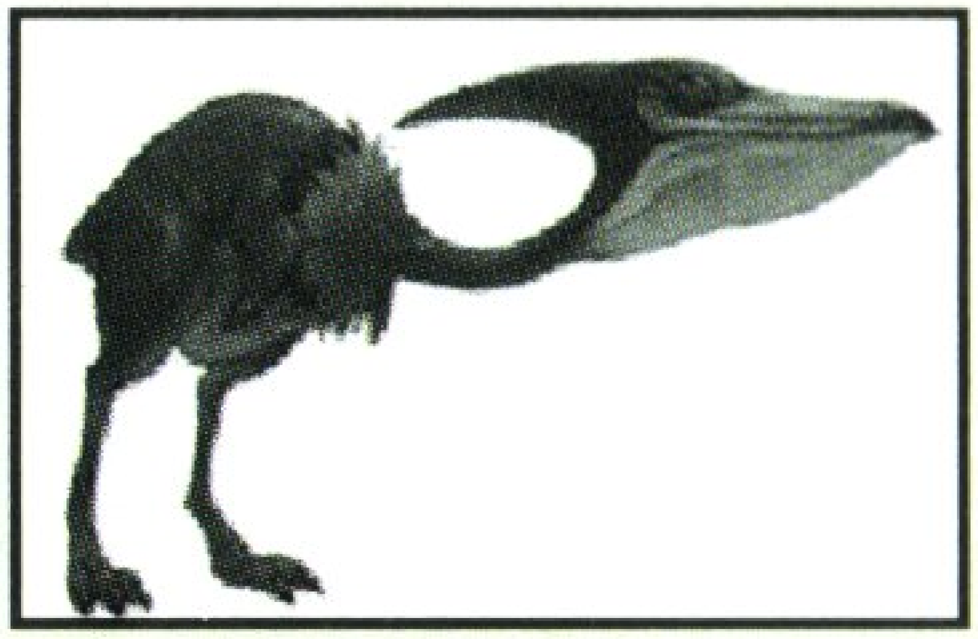
Nunugi

Nunugi is the muscular servant of Baron Diaz. He is trained in acrobatic martial arts.

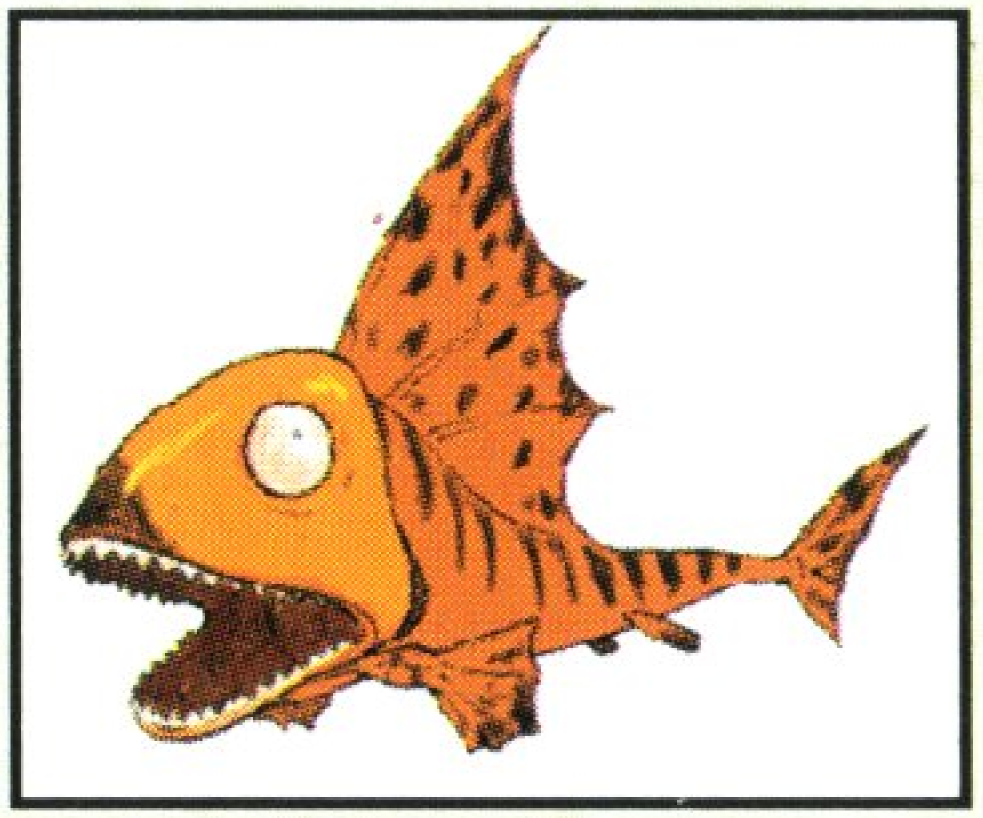
Non-Boss Enemies

Mastar
One of Mephisto's henchman. He charges at Flint with his knife.

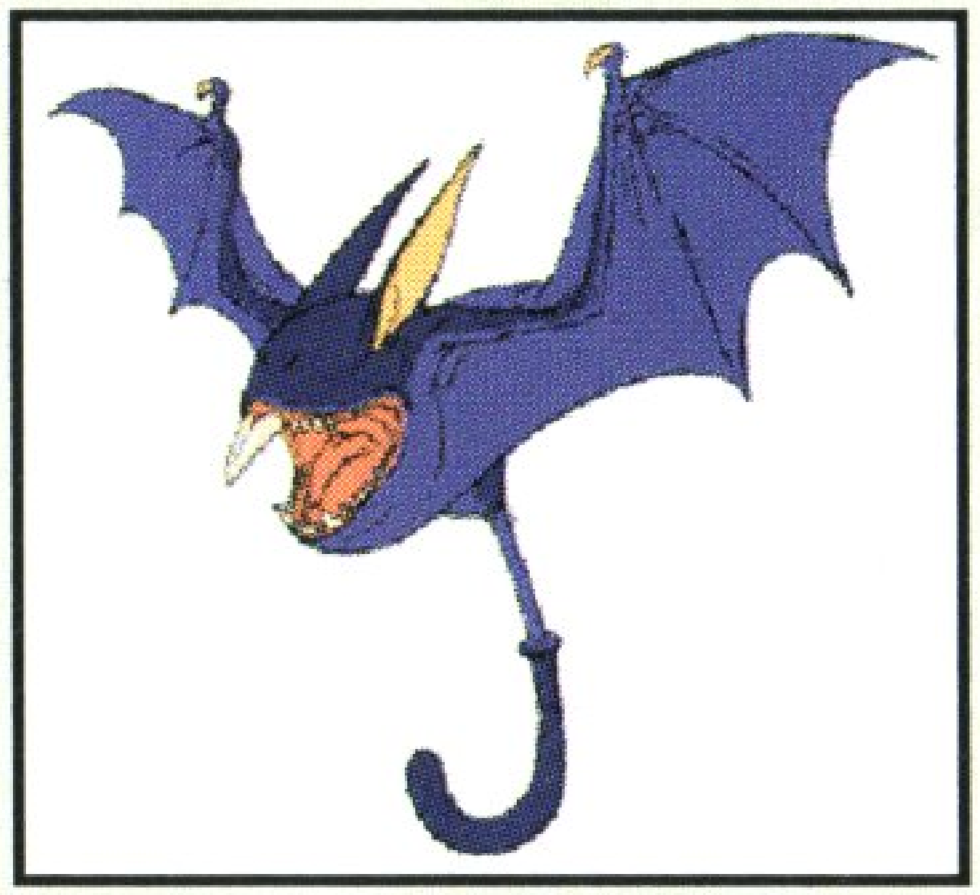




Kututuki
It runs, jumps and charges at the player with its beak.



Itadaki
It charges at you and bites.



Bat
It bites and shoots sound waves at you.

Credits

Activision, Inc.

Executive Producer	Mika Hayashi
Associate Producer	Tad Horie
Translator	Jeremy Blaustein
Script Editors	Tad Horie
	T. Colin Mack
QA Managers	Marilena Morini
	Sam Nouriani
	Marietta Pashayan
QA Senior Lead	Joe Favazza
QA Project Lead	Adam Hartsfield
QA Floor Leads	Peter Muravez
	Jeremy Gage
Testers	Sean C. Heffron
	Jeff Moxley
	Frank So
	David Moore
	Eric Zimmerman
Senior Vice President	Bill Swartz
Acquisitions Manager	Takehisa Abe
Acquisitions Executive	David Grijns
Executive VP of Worldwide Studios	Mitch Lasky
VP of Business & Legal Affairs	George Rose
Sr. Business & Legal Affairs Manager	Michael Hand
Global Brand Management Director	Will Kassoy
Associate Brand Managers	Serene Chan
	Brad Carraway

Voice Actors

Zeppo, Mini-game Male	Earl Boen
Ruby, Naomi, Rusty, Royal Girl B	Jennifer Hale
Albert, Messenger B, Pirate E	Scott Menville
Mephisto, Ratcliffe/Belgar, Mutox, Pirate D	Dee Baker
Lilly, Audrey, Dart Girl	Nancy Linari
Alexia, Royal Boy A, Royal Girl D, Dart Lady	B.J. Ward
Diaz, High Priest C, Tirion	Neil Ross
Pierre, Pirate 1, Madd Flower, Pirate F	Cam Clarke
Narrator, High Priest A, Pirate A	Paul Lukather
Pirate B, Kings Messenger A	Jason Marsden
Nunugi, Villager A, Pirate C	Peter Lurie
Prunewell, High Priest B, Store Owner, Villager B	Paul Eiding
Milena, Natasha, Royal Boy C	Mary Kay Bergman
Casting & Voice Recording Director	Kris Zimmerman
Special Thanks	Ignited Minds, LLP
	Jim Summers
	Jason Wong
	Eric Zala
	Aaron King
	Indra Gunawan
	Tanya Langston
	Ani and Kevin
	Matt Morton

JAPAN STAFF

Director	Yasuhiro Ohori
Co-Director	Masumi Takimoto
Story	Hiroshi Miyaoka
Game Design	Yasuhiro Ohori
	Takahiro Kondo

Program

Main Program	Shinya Ito
System Program	Masayasu Yamamoto
Sub Program	Munehiro Tani
Enemy Action Program	Tomohiro Ishikuro

3D Motion Character Editing

Main Artist	Koji Sakamoto
Artists	Yoshiyuki Yanagisawa
	Junichi Morita
	Masaru Sugayama

3DMap Editing

Main Artist	Ryushiro Miyazaki
Artists	Teruyo Ochiai
	Hiroyuki Sasaki
	Yukiko Suzuki
	Yuka Miyami
	Yoshiharu Tobe

2D Graphic Artists	Kunihiko Taniguchi
	Takaki Iwata
	Makoto Yamaki
	Hideyuki Takehana
	Seiji Sano
	Teruyo Ochiai
	Takahiro Kondo
Character Design	Shuuji Imai

Object Character Coding

Event	Takeshi Ohshima
Trap	Yasuhiro Matsumoto
	Kenji Ohmori
Map Design	Osamu Kasai
	Kenji Orimo
	Yasuo Futatsugi

Movies

Movies Director	Ryushiro Miyazaki
Coding Staff	Masateru Inagaki, Takahiro Suzuki, Hironori Hoshino, Kotarou Ota

In Gamar Isle Games

Mini Game Design	Masayasu Yamamoto
	Kotarou Ota
Mini Game Program	Masaru Imaoka
Mini Game Graphic Artists	Takaki Iwata
	Kunihiko Taniguchi

Sound

Sound Producers	Akihiko Shimizu
	Kohei Tanaka
	Yuji Saito
Sound Assistant Producers	Jouji Asahi
	Hajime Touma
	Yasutetsu Mori
Sound Directors	Masamichi Seki
	Kaori Ohshima
Sound Effect	Kaori Ohshima
	Daiki Kasho
	Shingo Okumura
Sound Program	Naoki Matsuya
Sound Driver Program	Youichi Ueda
	Tomoyuki Hoshi
Music	Kohei Tanaka
QA	Hisao Kawarai
	Takahiro Matsumoto
Special Thanks	Takafumi Fujisawa
	Yukinori Takada
	Masao Kimura
	Yasuaki Yabuta
	Kentarou Nakagoshi
	Kazumi Nanaumi
	Naoko Tateuchi
	Yoshiko Furusawa
	Maya Nakamura
	Hiroko Yagisawa
	Hiroko Wakunaga
	Yu Takadera
Producer	Takahiro Kaneko
Co-Producer	Masahiro Nii
Supervisors	Toshiyuki Miyata
	Yukio Nagasaki
Executive Producer	Akira Sato
International Version Sound Director	Kaori Ohshima
International Version Coordinators	Mikiko Okai
	Masaaki Doi
International Version Directors	Satoshi Tsuihiji
	Takahiro Kondo
Game Development	Matrix Software
Production	Contrail
Publisher	Activision, Inc.

Support Companies	Crea-Tech Corporation
	Soytzer Music
	Imagine
	Space Craft Entertainment
	Techno.Sound

Customer Support

Internet Customer Support

support@activision.com or http://www.activision.com

Other Contact methods

Fax (310) 255-2151

Mail Activision, Customer Support, P.O. Box 67713, Los Angeles, CA 90067

Phone Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 255-2050. Or contact a customer service representative at the same number between the hours of 9:00 a.m. and 5:00 p.m (Pacific Time) Monday through Friday, except holidays.

Proof of Purchase

ISBN 1-58416-090-X

0 47875 12200 0

For Hints and Tips on Activision Games, Call:

1 (900) 680-HINT* U.S. (99¢ per minute)

1 (900) 451-4849* Canada ($1.49 per minute)

*Must be 18 years or older and have a touch tone phone.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER EPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

Notes

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

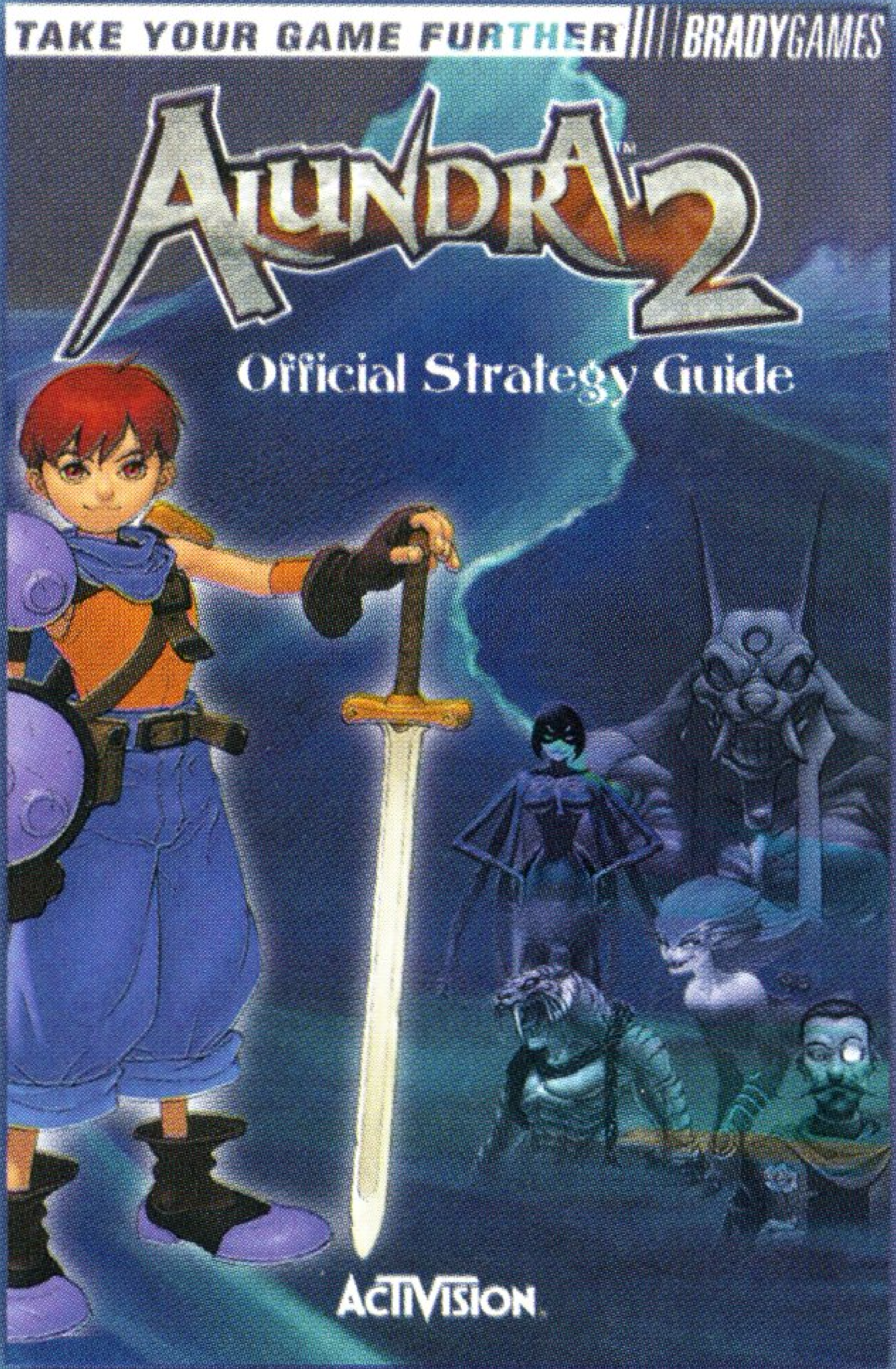
U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.



Save Your King and Win the Heart of the Princess...

With the BradyGAMES Alundra™ 2 Official Strategy Guide

With the detailed walk-through and comprehensive maps in hand, young Flint will be prepared to face any evil that confronts him.

Use the item, weapon, and magic lists to help you on your quest and solve every puzzle and mini-game.

To purchase the BradyGAMES Alundra™ 2 Official Strategy Guide, visit your local electronics, book, or software retailer or order the book via the web at www.bradygames.com.

ISBN 1-56686-977-3 UPC 7-52073-86977-9
Price: $14.99 US / $21.95 CAN / £13.50 Net UK

BRADYGAMES TAKE YOUR GAME FURTHER
www.bradygames.com

ACTIVISION.
www.activision.com

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067.
Alundra 2 © 2000 Sony Computer Entertainment Inc. Alundra is a trademark of Sony Computer Entertainment Inc. Published and distributed by Activision, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. All other trademarks or trade names are the properties of their respective owners.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation

contrail

Matrix software

ACTIVISION